

actor to act as the protagonist by promising a financial or a career-related reward or advancement. Creating such a movie may also include providing a set, as known by those of ordinary skill in the art, video cameras (preferably high-resolution digital video cameras), and editing equipment, and using the set, cameras, and equipment to create video segments of footage of the actors acting consistent with the present plot. The final video may be stored on an information storage medium, duplicated onto VHS tapes or DVDs, and distributed and sold.

[0153] Finally, regarding a program product that comprises machine-readable program code for causing, when executed, a machine to perform process steps, the machine could be a VCR or DVD player or similar, and the code could comprise the instructions and/or data which, when read by the VCR or DVD player, causes the VCR or DVD player to perform the indicated process steps, whether directly or indirectly via a monitor (e.g., television screen) and speakers.

I claim:

1. A process of relaying a story having a timeline and a unique plot involving characters, comprising:

indicating that a first character voluntarily enters a virtual reality;

indicating a belief by said first character that said first character is not in virtual reality; and

indicating that an interaction in virtual reality between said first character and a second character, while said first character has said belief, causes said first character to labor for, at most, a compensation substantially lower than a market value of said first character's labor.

2. The process as claimed in claim 1, wherein said interaction comprises said second character threatening said first character.

3. The process as claimed in claim 1, wherein said interaction comprises said second character deceiving said first character into believing that said first character will labor for at least one of a false entity, a false price, and a false cause substantially different from a corresponding one of an actual entity, an actual price, and an actual cause.

4. The process as claimed in claim 1, wherein said interaction comprises said second character indicating to said first character that said second character is a religious agent who desires labor from said first character to help further a worthy cause.

5. The process as claimed in claim 1, wherein said interaction comprises said second character indicating to said first character that said second character is a government agent who desires labor from said first character, and

wherein said interaction further comprises said second character indicating that said labor is desired from said first character to help fulfill a secret government mission to further a worthy cause.

6. The process as claimed in claim 5, wherein said worthy cause comprises combating an evil, said evil comprising a use of virtual reality to cause laborers to labor for, at most, compensations substantially lower than market values of their labors.

7. The process as claimed in claim 1, further comprising:

indicating that entities regularly buy and sell labor on a market; and

indicating that at least some of said labor is performed by laborers who labor for, at most, compensations substantially lower than market values of their labors.

8. The process as claimed in claim 7, further comprising indicating that the fact that at least some of said labor is performed by laborers who labor for, at most, compensations substantially lower than market values of their labors is not known to at least a majority of said entities.

9. The process as claimed in claim 1, further comprising:

indicating that entities regularly buy and sell labor on a market; and

indicating that at least some of said labor is performed by laborers who believe they labor for at least one of a false entity, a false price, and a false cause substantially different from a corresponding one of an actual entity, an actual price, and an actual cause.

10. The process as claimed in claim 9, further comprising indicating that a profiteer profits by selling said at least some of said labor performed by said laborers on a market and at least maintaining said laborers' beliefs that they labor for said at least one of a false entity, a false price, and a false cause.

11. The process as claimed in claim 10, further comprising indicating said profiteer becoming a captured laborer.

12. The process as claimed in claim 9, further comprising indicating that the fact that at least some of said labor is performed by laborers who believe they labor for said at least one of a false entity, a false price, and a false cause is not known to at least a majority of said entities.

13. The process as claimed in claim 9, further comprising indicating that said first character is one of said laborers.

14. The process as claimed in claim 13, further comprising indicating said first character learning that said first character is one of said laborers.

15. The process as claimed in claim 14, further comprising indicating said first character learning that said first character is one of said laborers at least in part by said first character accidentally purchasing said first character's own labor on said market.

16. The process as claimed in claim 1, wherein said process is a process of displaying a motion picture having a timeline and a unique plot, comprising:

displaying a video representation of an actor acting as said first character;

displaying a video representation of said actor indicating said first character voluntarily entering a virtual reality;

displaying a video representation of said actor indicating said belief by said first character that said first character is not in virtual reality; and

displaying a video representation of an indication that that an interaction in virtual reality between said first character and said second character, while said first character has said belief, causes said first character to labor for, at most, a compensation substantially lower than a market value of said first character's labor.

17. The process as claimed in claim 1, wherein said process is a process of creating a motion picture having a timeline and a unique plot, comprising: